Warning: To Owners of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the cathode ray tube. Avoid repeated or extended use of video games on large-screen projection televisions.

Epilepsy Warning

Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

Precautions to Take During Use

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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INTRODUCTION

The year is 1503 and an unexplored world lies before you. With just a single ship, limited supplies and a few trusted comrades, set sail to seek your fate in these uncharted lands. Overcome daunting challenges such as starvation, disease and drought as you build your settlement from a mere village into a flourishing city. If you are fair and just with your citizens and fulfil their needs, your efforts will surely be rewarded.

- Form partnerships with foreign governments and newfound cultures, buying items that you cannot produce while selling off your own surplus goods.
- Command an army strong enough to defend your borders and defy your enemies.
- Become allies with others to conquer enemy empires and demand your rightful tribute as a supreme military commander.

In this great age of exploration you alone determine your fate. It's time to embark upon a great adventure in The New World!

For more information about this and other titles, check out EA GAMES™ on the web at **www.eagames.com**

Note: See enclosed Install Guide for Technical Support information.

COMMAND REFERENCE

The following tables list the basic keyboard and mouse controls for menu navigation and gameplay in *ANNO 1503 – The New World*.

General Controls

Action	Key
Help	F1
Zoom level 3	F2
Zoom level 2	F3
Zoom level 1	F4
Normal game speed	F5
Double game speed	F6
Quadruple game speed	F7
Half game speed	F8
Quick load	F9
Quick save	F10

Map Controls

Action	Key
Rotate map clockwise	X
Rotate map anticlockwise	Y
Rotate object clockwise	. (full stop)
Rotate object anticlockwise	, (comma)
Jump to active object	J
Jump to previous event	SPACEBAR
Jump between your cities	H
Pause	P
Toggle unit identification	M
Jump to next scout	N
Fly flag	W
Throw cargo overboard	CTRL +W

Group Controls

Action	Key
Group selection	0 - 9 (Press twice to select and centre on group)
Create groups	CTRL + 0 - 9
Open all gates of a city	CTRL + D
Close all gates of a city	ALT + D
Screenshot	SHIFT + S

Menu Controls

Action	Key
Options Menu	O
Player Menu	D
Construction Menu	B
Ship list	S
City list	C
Rating	Q

SETTING UP THE GAME

Work your way up in The New World by starting with the basics.

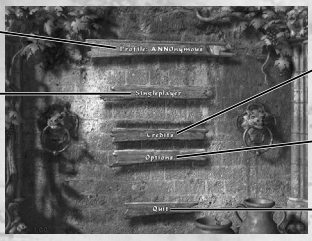
Note: Please close all other applications before starting this game.

Main Menu

Note: Default options are listed in **bold** type.

PROFILE: *Create a profile for saved games*

SINGLEPLAYER: *Play against AI competitors in single Scenarios or ongoing Campaigns*



CREDITS: *View the credits*

OPTIONS: *Adjust screen resolution*

QUIT: *Exit ANNO 1503*

Creating a Profile

Game settings and saved games are stored in your profile.

To create a profile:

1. Click on PROFILE: ANNONYMOUS. The profile screen appears.
2. Select NEW PROFILE. Enter a profile name and press ENTER. Your profile is created.

To edit a profile name:

1. On the Main Menu, click on the Profile button. The profile screen appears.
2. Highlight the profile name you wish to edit, then click EDIT PROFILE.
3. Change the profile name and press ENTER.

To delete a profile:

1. On the Main Menu, click on the Profile button. The profile screen appears.
2. Highlight the profile name you wish to delete, then click DELETE PROFILE.

   Warning: Clicking the DELETE PROFILE button will permanently and instantly delete the highlighted profile.

Setting Up a Singleplayer Game

- To access the Singleplayer menu, select SINGLEPLAYER from the Main Menu.

NEW GAME	Select a Tutorial, a Continuous Game or Scenario.
CAMPAIGN	Play a series of related Scenarios.

LOAD GAME	Load a saved game.
CONTINUE GAME	Automatically load the last auto-save for the profile specified.

To start a new game:

1. Click NEW GAME in the Singleplayer menu.
2. Select a Tutorial, a Continuous Game or Scenario and click OK.
3. Select your city's pennant colour. Your game begins.

- To see the goals associated with a Scenario, click on the Scenario, then select MISSION.

To start a Campaign:

1. Click CAMPAIGN in the Singleplayer menu.
2. Select the next available scenario in the series and click OK. The campaign begins.

- To unlock the next scenario in a Campaign, complete the previous scenario.
- The number of stars next to a game name indicates the difficulty level. The stopwatch indicates the scenario's time limit.

To load a previously saved game:

1. Click LOAD GAME in the Singleplayer menu.
2. Select the saved game you wish to resume and click OK. Gameplay resumes.

- Once a game is underway you can save or load games using the in-game Options Menu (for more information, see *In-Game Options Menu* on p. 10).

Options

Customise your gameplay experience before starting the game.

- To adjust your monitor configuration, select 800 x 600, **1024 x 768**, 1152 x 864, 1280 x 960 or 1280 x 1024 by clicking the box next to the appropriate option.

PLAYING THE GAME

ANNO 1503 – The New World contains many interactive controls and sources of information. Learn to use them to your advantage.

Tutorials

The Tutorials will help you get started. This manual merely supplements the information in the Tutorials, so playing all three Tutorials is strongly recommended.

DISCOVERY & SETTLEMENT	Turn a desolate island into a bustling community.
TRADE & DIPLOMACY	Sell your surplus materials and buy desirable goods from other settlements.
COMBAT TRAINING	Put soldiers, warships and war machines through their paces.

To start the first *ANNO 1503 – The New World* Tutorial:

1. Click NEW GAME in the Singleplayer menu.
2. Select DISCOVERY & SETTLEMENT in the Tutorial section and click OK.
3. Select your city's pennant colour. The Tutorial begins.

Game Screen

The *ANNO 1503 – The New World* game screen is far more than a simple display of your settlement. It is a complex and ever-changing tool for gathering information and interacting with the game.

Overview Map

View the world or zoom in on faraway lands.

- To view a distant island, click on its image on the Overview Map.

- To zoom in on the Overview Map, click the + and – buttons above the Overview Map.
- To view the island from different angles, click the left and right arrows below the Overview Map.

Construction Menu

The Construction Menu is your key to constructing and expanding a settlement. With it you can build anything from a potato field to a fortress.

To build a building:

1. In the Construction Menu, click the icon of the building you wish to create. Your cursor becomes an image of the selected building.
2. Move your mouse to find a suitable location for the building.

- Make sure you have enough money, tools and building materials to complete construction. Your total stockpile of money, tools and building materials appears on the left of the Information Bar. The selected building's requirements appear below the stockpile totals in blue. If you are lacking a required item these lower numbers blink red.
- Use the Fertility Indicator, which appears above certain building images, to determine how well the building might function in a given location.
- Make sure the building entrance is aligned with a street or its items cannot be transported to a storage area. Green arrows radiating from the building on the information box indicate building entrances. To automatically align a building with an existing street during construction, press and hold CTRL.

3. Click the location you've chosen on the game screen to place the building.

- **To demolish a building**, click the DEMOLISH icon in the Construction Menu, then click the structure you wish to demolish.

  Note: If there are enemy units nearby, no buildings can be constructed or demolished.

  Note: For additional information on the different buildings available, refer to the in-game Help (for more information, see *Help* on p. 10).

Player Menu

Interact with other players, cities and ships using the Player Menu.

PLAYER INFO	View your balance sheet and other basic player information.
DIPLOMACY STATUS	Make treaties, military alliances, trade alliances, tribute demands and declarations of war.
LIST OF CITIES	View all cities you currently control.
LIST OF SHIPS	View all ships you currently control.

Info Mode

The Info Mode serves as a general-purpose interactive window for everything from ships to fortresses to roadside stands. Click on a ship and the Info Mode becomes the Ship menu, revealing information about the ship and many interactive options for controlling it. Similarly, any building you click on will display current information and production options in the Info Mode.

In-Game Options Menu

You can save or load games and adjust several options from this menu.

- To save a game, click the SAVE GAME tab. Select an existing game, or enter the name of a new game, and press ENTER, then click the SAVE GAME icon. Your game is saved.
- To load a game, click the LOAD GAME tab. Select the game you would like to load, then click the LOAD icon. Your game is loaded.
- To adjust sound options, click the MUSIC or SPEECH tabs to adjust the corresponding sounds. Turn sounds on or off by clicking the checkmark, and adjust the sound volume by dragging the slider.

Help

During gameplay, click on the Help icon to access details on any game topic.

- To search Help for a specific topic, click the INDEX tab and enter the topic. Select the topic heading from the resulting list.

Active Help

Active help icons appear on the left side of the game screen with suggestions and information pertinent to your game.

- To see a text description of the game event that needs attention, click the active help icon. Doing so also centres your game screen on the location of the relevant event.
- You receive help until the end of the second civilisation level is reached.

Icon Titles

To display the text title of a pictorial icon, move the mouse over the icon.

Information Bar

The Information Bar displays information pertinent to your current situation. As you select a menu item or draw near to an island, relevant information appears automatically in icon form.

CREATING A SETTLEMENT

History has shown us that building an empire requires forethought, dedication and ingenuity.

Discovering Your Settlement

Your adventure begins on a ship sailing through an undiscovered island chain. Explore the features and resources of the islands to choose the ideal spot for your settlement.

Scouting

The Scout allows you to explore the agricultural and mining potential of an island.

- The Scout is considered a military unit, and unloading Scouts in foreign territories may be interpreted as a hostile act.
- The Scout uses a donkey to transport goods to and from your ship.

- To search for mineral deposits, select your Scout and right click on a mountain range (for more information, see *Mountains* below).

Evaluating Terrain

The following terrain qualities make the difference between easy growth and a struggle for survival.

Climate Zones and Fertility

Islands are located in various climate zones, each suited for specific types of agriculture.

- To discover an island's climate zone, view the Information Bar as your ship nears the island. When the island comes within sight of the ship, icons in the Information Bar tell you which agricultural plants grow best on this island.
- Areas of dense vegetation indicate a higher fertility potential while empty and bleak landscapes suggest low yields.

Mountains

Mineral deposits including Stone, Marble, Salt, Iron Ore, Gold and Gems are mined on mountains. Mountains cannot be crossed, making them a natural barricade in a settlement's defence.

Bays

Warehouses and Shipyards in bays can be defended with greater ease than on open coastline. Narrow bays, however, are not well suited for trade activities.

Foreign Settlements

Occasionally you discover settlements or foreign cultures already established on an island you are exploring.

- When you discover existing settlements, the player's name is added to the Diplomacy Status list in the Player Menu (for more information, see *Diplomacy* on p. 18).
- Some cultures reject or even attack strangers. Therefore, it's better to select an uninhabited island for your first settlement.

Treasure

Fabulous treasures are hidden inside treasure chests on some islands. Treasure chests are discovered when a Scout passes close to one or when it is within the service area of one of your buildings.

Establishing Your Settlement

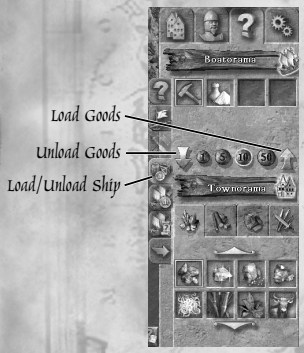
Building your settlement is a balancing act between rapid growth and providing for your population.

Build a Warehouse or Main Market Building

To build your settlement on the coast, construct a Warehouse. To build an inland settlement, use your Scout to construct a Main Market Building.

- Refer to the Discovery & Settlement Tutorial to learn how to build a Warehouse or Main Market Building. The Tutorial is accessible by clicking NEW GAME in the Singleplayer menu.

Unload the Ship



Once you have constructed the Warehouse or Main Market Building, unload your ship so that you can begin constructing your settlement's other buildings.

Construct Streets, Production Chains, Houses and Public Buildings

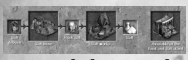
Planning and building the infrastructure of your simple settlement is vital to the future success of your city.

Streets

After constructing a Warehouse or Main Market Building, you must build a network of streets. Well-planned roadways are a boon to any growing community. Build intersecting roads by extending paths from the Warehouse to the outer edge of its Service Area (for more information, see *Service Areas* on p. 15).

Production Chains

Your settlement relies on production chains to produce building materials and other goods.



- A production chain always starts with a primary producer such as a Sheep Farm, then proceeds to a workshop such as a Weaver, then storage (usually in the Main Market Building or Warehouse) and finally, a sales location (such as a market stand).
- For diagrams and more information, see *Production Chains* on p. 33

Market Stands

Your inhabitants purchase their necessities at market stands, providing money that you can use for expanding your cities, trade and other essentials.

- Individual market stands can be constructed for each type of goods.
- A line of customers indicates that the community needs another stand of the same type.

Houses and Public Buildings

Once roads and production chains for building materials and food have been established, construct Houses and the first Public Buildings for your inhabitants. Build up to 30 Houses and be sure to link all buildings with streets.

Growing Your Settlement

Expand your settlement by expanding its population. Your population depends on the number of houses available, how well you supply your inhabitants with the goods they demand and how effectively you protect them against war and disease.

Inhabitant Needs

From the beginning your citizens demand consumer goods and public buildings. Fulfilling these needs allows your population to advance to higher

civilisation levels (for more information, see *Civilisation Levels* below).

- To learn the needs of your inhabitants, click on a house in your settlement.

Goods field – Indicates how well the population's demand for goods is being met

Coloured field – Current needs

Public buildings field – Indicates how well the population's demand for public buildings is being met

Grey field – Upcoming needs

- To learn your city's total population, check the Information Bar at the lower edge of the screen.

Civilisation Levels

Civilisation levels define the cultural and economic development of your population.

- If your inhabitants' needs are met, they advance to a higher civilisation level. The higher the civilisation level, the more sophisticated the needs of the population.
- The following five civilisation levels can be attained: Pioneers, Settlers, Citizens, Merchants and Aristocrats. The first four civilisation levels upgrade automatically once you fulfil the needs of your inhabitants. This includes buildings, which upgrade automatically if enough building material is in stock.
- To obtain the Aristocrats level in your city, build Aristocrat housing. This becomes available once you have attained a sufficient amount of inhabitants at the Merchants level.
- The consumer goods and public structures demanded by Aristocrats are of high quality and difficult to produce or acquire. If their demands go unmet, the Aristocrats' houses eventually collapse.

Building Your City

In *ANNO 1503 – The New World*, new buildings become available once certain prerequisites (population size, civilisation level, etc) have been fulfilled.

- Buildings that are not yet available are represented by a question mark.
- Buildings that are available but cannot be constructed yet are represented by a grey icon.

- To learn the requirements for building a structure that is greyed-out, move the cursor over its icon.

From the Ground Up

The following factors should be considered before building a structure: Service Areas, Building Costs, Operating Costs and Fertility Indicator (if applicable).

Service Areas

A building's Service Area indicates its sphere of influence. Linked buildings in a production chain, such as farms and plantations, must be placed within the same Service Area in order to function.

- The total Service Area of a settlement is defined by its Main Market Buildings and Warehouses.
- To see a building's Service Area, click it. The light-coloured boundary around the building is its Service Area.
- Buildings that produce raw materials must be within the Service Areas of manufacturing sites, and manufacturing sites must be in the Service Areas of Warehouses and Main Market Buildings in order to function properly.

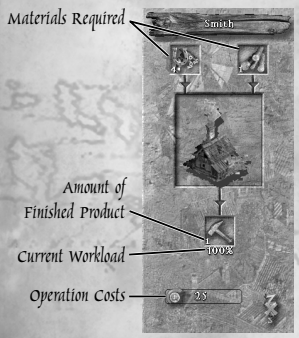
Operating Costs

All buildings that fulfil functions, such as farms, incur Operating Costs.

- To learn the Operating Costs of a building, activate Info Mode and click the building. The information is displayed.
- If you close down a building the Operating Costs are reduced.
- To close down a building temporarily, select the building and then click the Zzzz icon.

Building Workloads

The building workload is the amount of raw material or finished goods being produced.



To see a building's workload, click the building. The current production and the maximum capacity of the building are displayed.

- If a building is producing more than it is shipping out it becomes overloaded. When a building is overloaded, a question mark and a full barrel appear over the building. Overload can happen because there are infrastructure bottlenecks. The lack of a street connection or the incorrect alignment of the building entrance can also be at fault.

- If a building's workload drops, the Raw Materials Missing icon appears over the building. Check the delivery of required raw materials and goods.

- Some buildings within a production chain produce two final or intermediate products (Small Farms produce Food and Alcohol, for example). It is possible to stop the production of one product, concentrating resources and increasing the production of the other.
- To stop production of a type of goods, click the building and deactivate production by clicking the goods field. To re-activate production, click the goods field again.

Storerooms

- A storeroom is the part of the Main Market Building or Warehouse that stores raw materials and goods for production, trade and sales. Market wagons automatically pick up goods from manufacturers and take them to the storeroom.
- The storeroom stores raw materials, building materials, consumer goods and weapons.
- The more Main Market Buildings or Warehouses a settlement has, the more market wagons exist to pick up goods.

CONNECTING YOUR SETTLEMENT TO THE WORLD

You are not alone. In addition to foreign cultures and pirates, other players live with you in the world of *ANNO 1503 – The New World*. Eventually you will need to establish diplomatic ties with other civilisations, either for trade or to form an alliance against a common enemy.

- Think ahead. Your settlement will eventually run out of one vital resource or another and trade will become a necessity instead of a distant goal. Start trading as early as possible.

Sailing The New World

Ships are The New World's key means of transportation, trading goods, transporting troops and combat.

- There are two different categories of ships: trading vessels and warships. The two types of ships differ in their cargo and troop capacities:

  Trading Vessels: Large cargo capacity with little or no armour.

  Warships: Heavily armed. Best suited to transport soldiers and war machines.

Ships can be constructed at a Shipyard with Money, Wood, Cloth and Ropes. For Warships you also need Ship Cannons. Building materials must be in stock before construction can begin.

- To learn how to build a ship, play the Combat Training Tutorial. The Tutorial is accessible by clicking NEW GAME in the Singleplayer menu.
- To cancel ship construction, click the CANCEL ASSIGNMENT icon. All building materials, Ship Cannons and Gold Coins used when the ship was commissioned will be lost.

Cannons must be installed in order to make a Warship fully functional. This can happen either during the ship's construction or later.

- To add or remove Cannons on a ship, move your ship to a Shipyard, click the SHIP REPAIR tab, then click the arrows next to the CANNONS ON BOARD icon to load or unload Cannons.

  Note: You must have Cannons in store in order to load them onto a ship.

To repair a ship, move your ship to the Shipyard, click the SHIP REPAIR tab, then click the START REPAIR icon.

- Heavily loaded or damaged ships have a slower speed than lightly loaded or undamaged ships.
- To scuttle a ship, click the BEHAVIOR OF SHIP tab in the Ship menu, and click SINK SHIP.

To sell a ship, click the SELL SHIP tab in the Ship menu. Set the sale price in the Sell Ship menu and then click the OFFER SHIP FOR SALE icon. If the price is right, the ship is sold and the money is credited to you.

To throw cargo overboard, click the THROW CARGO OVERBOARD icon in the Ship Status menu. The entire cargo (soldiers and war machines excepted) is thrown overboard.

- Throwing cargo overboard can increase a ship's speed.
- To capture floating goods, right-click the goods when your ship is close enough to do so. The goods are taken aboard.

White Flags

Flying a white flag indicates to other players you are on a peaceful mission. Flying a white flag during an attack by Pirates or enemies signals surrender. This can cause your attackers to board your ship instead of sinking it.

- To fly a white flag, click the BEHAVIOR OF SHIP tab in the Ship menu and click the FLY FLAG icon.

Diplomacy

You can establish diplomatic ties in the form of Trade Agreements, Peace Treaties and Military Alliances.

- When you discover a city belonging to another player, the player is automatically entered into the list in the Diplomacy Status submenu in the Player Menu. At this point you can sign treaties, demand tribute or send messages.
- To offer a treaty, accept a treaty or break a treaty, access the Diplomacy Status list.
- You can accept treaties at any time after they have been offered.
- Native cultures and pirates are not entered into the Diplomacy Status list once they have been discovered. You cannot sign treaties or agreements with these civilisations.
- The Diplomacy Status list displays the player's coat of arms and a bar indicates the player's feelings towards you. If the bar is empty, the player is neutral towards you. Green indicates a good relationship. Red indicates hostility.
- Sometimes paying a Tribute is necessary to entice another player to sign a treaty (for more information, see *Tributes* on p. 20).
- If you attack a settlement with which you have diplomatic ties, existing Peace Treaties and Military Alliances are voided. It is often harder to re-establish diplomatic ties to a former partner once you have broken treaties and alliances.

Trade Agreements

A Trade Agreement is a basic prerequisite for buying and selling goods to and from other players.

- To offer a Trade Agreement to a player, click his name in the Diplomacy Status list and then click the OFFER TRADE AGREEMENT icon. If the agreement is accepted, the treaty icon changes.
- To accept a Trade Agreement, click the ACCEPT TRADE AGREEMENT icon in the Diplomacy Status submenu.
- A signed Trade Agreement allows you to see what another player wishes to buy or sell. In turn, a player you've signed an agreement with can see your goods.
- To see what goods a player with whom you have a Trade Agreement is offering or requesting, click the player's Warehouse or Main Market Building.
- You do not need a Trade Agreement to trade with the Venetians or Pirates.
- With the exception of the Venetians and Pirates, all cultures engage only in barter (for more information, see *Bartering With Other Cultures* on p. 22).

Peace Treaties

At the beginning of a Continuous Game you are at peace with all other players. The only exceptions are the Pirates, who may launch attacks on your ships and your settlement at any time.

- To offer a peace treaty, click the OFFER PEACE TREATY icon in the Diplomacy Status submenu. To accept an offered peace treaty, click the ACCEPT PEACE TREATY icon.
- To declare war, select a player in the Diplomacy Status list and click on the DECLARE WAR icon.
- A player might accept a peace offer or reject it, depending on how hostile he is towards you. Check the Pay Tribute submenu to see whether you must pay a tribute before signing a peace treaty.
- The colour markings around the PEACE TREATY icon indicate the current treaty status. Green indicates peace, red indicates war and blue indicates a peace treaty has been offered.

Military Alliances

You can establish Military Alliances between yourself and other players. Both parties agree to support their partner in case of war.

- A Trade Agreement is the prerequisite for a Military Alliance. The more you have traded with a player you wish to form an alliance with, the better the chance of obtaining an alliance.

- To offer a Military Treaty, select a player from the Diplomacy Status list and click the OFFER MILITARY ALLIANCE icon. If the offer is accepted, the icon changes.
- To accept a Military Alliance, click the ACCEPT MILITARY ALLIANCE icon in the Diplomacy Status submenu.
- Once a Military Alliance has been established, all of your ally's cities become visible on the game screen and the Overview Map.

Note: Basic treaty settings may differ between Scenarios and the Campaign.

Tributes

A Tribute is a payment that can be demanded of or paid to another player. Tributes forge good relationships with other players, which increase your chances of signing treaties with them.

- To demand a tribute, select the player from the Diplomacy Status list. To demand money, set the top slider to the desired amount. To demand goods, click on an empty box to select the type of goods, then set the amount using the slider to the right of the box.
- If you demand goods, the opponent must sail his ship to your Warehouse and unload the cargo there.
- Demanding tributes for no apparent reason may anger other players.
- To pay a monetary tribute, select the player's name in the Diplomacy Status list, and click the PAY TRIBUTE icon.
- To pay a goods tribute, select the player's name in the Diplomacy Status list. The quantity of goods demanded is displayed. Sail to the player's Warehouse and unload the goods.
- The ship delivering the tribute must be unarmed, free of soldiers and flying the white flag.

Diplomacy with Pirates

You can pay Pirates Protection Money to prevent pirate attacks, or hire Pirates to attack fellow players.

To pay Protection Money:

1. Sail your ship to a Pirates' stronghold and click the Pirates' Warehouse.
2. Select the PROTECTION MONEY tab. A price appears.
3. If you agree to the amount demanded, click the PAY icon.

To hire Pirates to attack another player:

1. Sail your ship to the Pirates' stronghold and click the Pirates' Warehouse.
2. Select the ASSIGNMENT tab, click the coat of arms of the player you wish to be attacked and pay the sum the Pirates demand.

Sending Diplomatic Messages

You can send diplomatic messages to other players, depending on the circumstances.

- To send a diplomatic message, click the SEND MESSAGE TO PLAYER tab in the Diplomacy Status submenu and click the message type you wish to send.

The following message types are available:

WAR THREAT	Threaten another player.
MORATORIUM	Request more time to pay a tribute.
INGRATIATE	Express gratitude to another player in hopes of lowering their hostility.
TRUCE	End a conflict with another player.
INSULT	Insult another player.

Trade in The New World

You can trade by land or sea with all computer-controlled players, with other cultures and Pirates.

Passive Trading

Passive trading refers to buying and selling goods at your own Warehouse or Main Market Building. These are supplied or bought according to demand by your trading partners or the Venetians.

To buy or sell goods at your Warehouse:

1. Select your Warehouse.
2. Click the BUY GOODS or SELL GOODS tab.
3. Click an empty goods box, then select the type of goods to be exchanged.
4. Drag the upper slider bar to adjust the amount of goods (in tons) you are willing to buy or sell.
5. Drag the lower slider bar to adjust the price per ton. The colour of the bar in the goods area shows you whether the price is acceptable.
6. Wait for travelling trade ships to arrive.

- To end sales or purchases of a type of goods, click the appropriate goods window and then click the DELETE GOODS tab.

Active Trading

Active trading is the exchange of goods based on a Trade Agreement. To engage in active trading you must use your own ships (or Scout if trading by land) to pick up and deliver goods to your trading partner.

- Once your ship or Scout discovers a city, the player's name is listed in the Diplomacy Status submenu of the Player Menu.

- Memorise settlements belonging to other cultures or Pirates, as these do not appear in the Diplomacy Status list. Their settlements are indicated by colours on the Overview Map.

Bartering With Other Cultures

You can barter with other cultures such as Aztecs, Moors or Eskimos by trading one type of goods for an equally valuable amount of goods of another type. Barter may be conducted by ship at coastal Warehouses or by Scout at inland main market locations.

There are ten different cultures in *ANNO 1503 – The New World*, each with its own unique landscape.

TYPE	REGION
Africans	Steppes, Jungle
Aztecs	Jungle
Bedouins	Steppes
Eskimos	Polar
Native Americans	Prairie, Northern
Moors	Steppes, Jungle
Mongols	Tundra, Northern
Polynesians	Steppes, Jungle
Venetians	Northern
Pirates	All

To barter with another culture:

1. Discover another culture by sailing close to the coast of islands and dispatching your Scout to inland locations.
   - A discovered settlement's location appears as a coloured outline on the Overview Map. It is not listed in the Diplomacy Status submenu.
2. Check supply and demand of goods by clicking the other culture's Warehouse to see its current supply and demand.
   - If there is no Warehouse, dispatch your Scout to the Main Market Building.
3. Exchange goods for goods. You must offer goods to a culture first before you receive the equivalent value in barter. Once the goods are transferred to another culture, load your ship or Scout with goods of equivalent value.

Trading with Pirates

If you trade with Pirates, you run the risk of being attacked. The lawlessness of the buccaneers makes it almost impossible to predict their reactions.

- All goods offered by Pirates are stolen goods.

- You can view the Pirates' Warehouses at any time, once they have been discovered.
- To decrease the chance of being attacked while attempting to trade with Pirates, fly a white flag and be unarmed when your ship approaches the Pirates' stronghold.

Trading with the Venetians (Free Traders)

The Venetians are a wandering people, free traders that buy and sell goods with players as they travel. They often have no settlement of their own and are the only culture that can trade without a Trade Agreement.

- The Venetians own a fleet of trading vessels marked by unique flags. They stop by your Warehouse at regular intervals to offer or buy selected goods.
- The Venetians have a comprehensive view of the markets throughout the islands, and they try to extract maximum profit from any transaction. The amount of goods demanded or offered by a player and the profit to be made on each transaction determines which trades the Venetians accept.

Automatic Trading Routes

Automatic Trading Routes allow you to simplify and manage a complex system of trading routes. In an Automatic Trading Route, Scouts or ships follow predetermined land or sea trading routes automatically.

- The Warehouses and Main Market Buildings used for exchanging goods must belong to you or one of your trading partners. The Venetians are the only exception.

To establish an Automatic Trading Route:

1. Click your ship. The Ship menu appears.
2. Select the AUTOMATIC TRADING ROUTE tab in the Ship menu. The Automatic Trading Route submenu appears.
3. Click the SET ROUTE POINT icon and then click the first Warehouse on your route. This establishes your first Route Point. The name of this city now appears in the Automatic Trading Route submenu.
4. Continue to set Route Points until you have completed the route.

- You can change city and ship names to help keep track of trading activities. It can be helpful to name them after your trading routes.
- To change a city or ship name, click it in the ship or city display and enter a new name.
- Once you have chosen your Route Points, you must select goods to load or unload at each point.

Selecting Goods for Automatic Trading Routes

Each Automatic Trading Route can have up to four load/unload actions per Route Point. The first two actions are for loading goods, the last two are for unloading goods. You can apply eight different goods at each port.

To automatically load and unload goods along a trading route:

1. Select the Route Point in the Automatic Trading Route submenu where you wish the goods to be loaded.
2. Select a loading action (1 or 2).
3. Click on the first empty goods area. Select the desired goods from the categories on top and slide the small arrow to determine the amount of goods to be loaded.
4. Select an additional Route Point where the goods are to be unloaded from the list.
5. Select an unloading action (3 or 4).
6. Set goods types and amounts for unloading.
7. Repeat this procedure for all Route Points and actions. Change the action settings at any time by following the same procedure.

- Goods marked for loading should be unloaded at another location, or your cargo capacity may be exceeded. Unloaded goods must be loaded again.
- If a load/unload action repeatedly fails, a voice message alerts you of the problem. Click on the event icon at the bottom left to jump to the ship that is having problems.
- Once you have selected goods to load or unload at each Route Point, you may activate your Automatic Trading Route.

Activating an Automatic Trading Route

Automatic Trading Routes can be activated and deactivated at your will.

- To activate an Automatic Trading Route, click the ACTIVATE AUTOMATIC TRADING ROUTE icon to start the route. The Automatic Trading Route is activated.
- To deactivate an Automatic Trading Route, click the DEACTIVATE AUTOMATIC TRADING ROUTE icon. The respective ship stops at the next Route Point.
- An Automatic Trading Route is temporarily suspended if you send the ship to another point outside of the route. Select the ACTIVATE AUTOMATIC TRADING ROUTE icon to return the ship to its route.
- To see Automatic Trading Routes marked in lines on the Overview Map, select the ship.

Changing Waypoints

You can adjust your ship's path as it travels along an Automatic Trading Route to increase efficiency or to avoid dangerous waters.

- Select a ship that is sailing an Automatic Trading Route. The ship's route appears marked by buoys floating in the water. Click and drag the buoy to alter the route.
- To delete a Route Point from an Automatic Trading Route, click the Route Point icon in the Automatic Trading Route submenu. The selected Route Point is deleted along with its action settings.

Balance Sheets

Balance sheets provide valuable financial information about your settlements.

City Balance Sheet

The city balance sheet indicates the income and expenses from buying and selling goods, sales revenues from market stands, your city's operating costs and military costs.

- To view your city's balance sheet, click the Warehouse or Main Market Building and select the CITY STATUS tab.

Overall Balance Sheet

The overall balance sheet provides a sum of all city balance sheets, including the trade balance.

- To view the overall balance sheet, select the Player Info submenu in the Player Menu.

KNOWLEDGE AND RESEARCH

A culture advances by learning. Research enhances your civilisation's technical and cultural abilities, allowing you to build new structures and use new technologies.

Knowledge

The population gains Knowledge by attending Schools and Universities. Knowledge is used to research more advanced products and weaponry.

- To see the quantity of Knowledge your city can accumulate, click the Warehouse or Main Market Building and select the CITY STATUS tab.
- The amount of Knowledge you can gather increases at each civilisation level.

Research Locations

The following locations are ideal for research.

SCHOOL	Research is limited to certain areas and technologies.
UNIVERSITY	Research all areas of knowledge.
LIBRARY	Raises the limit of knowledge for a particular civilisation level.

- The Library must be researched in the School or University before it can be built.
- The construction of additional Libraries has no effect on the amount of Knowledge.

Research Categories

Research in the following areas can be very useful, but it costs money and depletes knowledge.

WEAPON PRODUCTION	Research technology for soldiers and war machines.
MILITARY ENHANCEMENTS	Research armour and armour ratings.
NAVAL TECHNOLOGIES	Learn to build larger ships and use ship cannons.
CIVILIAN RESEARCH	Improve your infrastructure and increase the quality of life in your cities.

How To Research

Initially, you can research only one key technology in each research category. As soon as you have researched this area, a technology tree appears, and you can research additional areas.

To research:

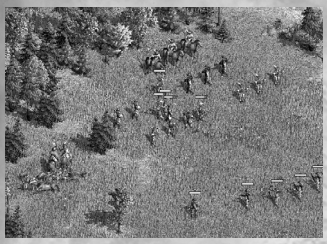
1. Click your School or University. The School menu appears.
2. Begin research by clicking on the respective research field. When research is complete the cost in money and knowledge is deducted.

- Fields marked by a question mark on the technology tree can be researched if preceeding technology has been researched. Crossed out fields can only be researched in the University. Dark grey fields are technologies that can be researched. Light grey fields are technologies that require more Knowledge to be accumulated.
- If Schools are within the Service Area of a University, they then can research all subjects that can only be researched in a University.

  Note: Only one category can be researched at a time. Research must be completed on one category before another is selected.

  Warning: Switching to a different category whilst research is in progress will result in the loss of all research into the original category.

COMBAT



Combat is a powerful if costly means of protecting your population or taking advantage of your neighbour's weaknesses.

Basic Training

Any commander worth his salt knows these facts like port and starboard.

Unit Health

All military units have a vitality bar which indicates their degree of damage. Green represents perfect health while red indicates severe injury.

Unit Range

A unit has two ranges: close combat and ranged combat. The length of each weapon type determines the close combat range.

Range of Sight

Range of sight determines when an enemy can be spotted by a unit. Each type of soldier, war machine or ship has a different range of sight.

Territory

Each settlement has its sovereign territory. Territories are invisible borders that may also include parts of the ocean around an island.

Terrain Effects

Terrain affects the speed of units or war machines, including attack and defence potential. For example, if ranged combat units are on higher ground than the attacked enemy, this increases the range of their weapons.

Military Costs

An active military costs your city money.

- To view Military Costs, click the Warehouse or Main Market Building. The City Status menu appears. This menu displays the military costs of your city.
- To access the overall Military Costs of your realm, click the PLAYER INFO tab on the Player Menu.

Soldiers

Soldiers are infantry units that are classified by troop types. Troop types are divided into close combat and ranged combat units.

- For additional information on the different units available, refer to the in-game Help (for more information, see *Help* on p. 10).

Close combat units:
Crew, Cavalry, Lancer, Pikeman, Medic, Scout, Swordsmen, Musketeer (sword and musket)

Ranged combat units:
Crossbowman, Archer, Marksman

- Some troop types are at an advantage or disadvantage when fighting other troops. Lancers and Pikemen, for instance, are at an advantage against Cavalry in close combat.

Training Soldiers

To train soldiers, you need money and a sufficient quantity of the weapon required for this type of soldier. Soldiers are trained in a Fortress.

- Most weapon technologies must be researched at a School or University before they can be made. As soon as a type of weapon is available, the unit using it becomes available in the Train Soldiers menu of the Fortress.
- To train soldiers, select the Fortress and then select a troop type in the Fortress menu. To cancel training once it has been started, select the CANCEL TRAINING icon. More soldiers can be simultaneously trained in larger Fortresses.

Combat Experience

Soldiers gain experience while engaging in combat, making them stronger in both attack and defence.

- A soldier's experience is indicated by experience points, indicated as up to three yellow dots above the vitality bar.

Loading and Unloading Soldiers onto Ships

Ships can efficiently transport large numbers of soldiers.

- To load soldiers onto a ship, select one or more soldiers and right-click a ship close to the coast. The soldiers are loaded onto the ship.
- To unload soldiers from a ship, sail a ship carrying soldiers close to a coast. Click the units to be placed on land in the Ship Status menu. The soldiers are unloaded.

Dismissing Soldiers

You can dismiss soldiers in order to save money. To dismiss a soldier, select the unit you wish to dismiss and click the DISCHARGE UNIT icon.

Medics

The Medic heals wounded soldiers. Medics are trained in the Fortress like other units.

- To heal a soldier, click the Medic and then right-click the wounded soldier.
- If there are wounded units in the Medic's Service Area, he automatically heals them.
- A Medic may heal other Medics, but not himself.

Formations

Warships and soldiers can be placed in formation. Choose from six different formations, which have different effects on movement, attack and defence modes.

- To establish a formation, select the desired Warships or soldiers by drawing a box around them, then select a formation from the buttons which appear in Info Mode.
- To dissolve a formation, click the DISBAND GROUPS icon.

War Machines

War machines are produced by the War Machine Builder and the Cannon Foundry.

There are four types of war machines: Catapults, Mortars, Cannons and Siege Towers. Mortars and Cannons require one crew and Catapults and Siege Towers can use up to two crews for increased speed.

Special crews must be trained to move and operate war machines. This troop type is trained in a fortress but is also trained during the construction of a war machine.

- To detach a crew from a war machine, click the crew assigned to a war machine and click the DETACH FROM WAR MACHINE icon.
- War machines without crews cannot be moved and can be taken over by opposing forces.
- To take over an unmanned enemy war machine, click a crew and right-click the war machine.

  Note: War machines cannot be taken over unless the enemy's crew has abandoned it.
- To load a war machine onto a ship, click the war machine then right-click a ship close to the coast.
- A war machine with crew only uses one personnel slot in the hold of the ship.

- To unload a war machine from a ship, click the SHIP STATUS tab in the Ship menu, then click the field of the war machine to be placed on land.

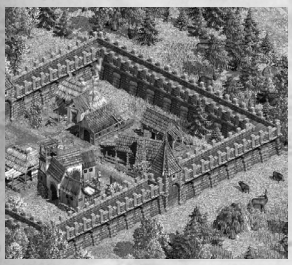
Attack Modes

An attack mode is a command to a soldier or ship indicating how an enemy unit should be attacked. You can choose three different attack modes:

PASSIVE	Your units do not pursue enemy units beyond effective fighting range.
NORMAL	Your soldiers pursue retreating enemies for a distance.
AGGRESSIVE	Enemy units are pursued until destroyed.

- To instruct your units to attack enemy units on the way to their target, press and hold CTRL while right-clicking to assign your unit an assault target.

Defensive Structures



Defensive structures are fixed installations that protect the city and its inhabitants.

Fortress

There are three types of Fortresses – Small, Medium and Large – which train and station soldiers.

- To station soldiers in the Fortress, click one or draw a box around several units and right-click the Fortress.

City Wall

The City Wall is a stone boundary that prevents enemy units from invading your city.

- To build a City Wall, click the CITY WALL icon in the Military Installations menu, then click the desired location for the wall. To extend the wall, hold down the mouse button and drag.

Placing soldiers on top of your wall:

- You must have wall access to place soldiers on City Walls.
- To build wall access, click the WALL ACCESS icon in the Military Installations menu and click the location on the City Wall where you wish to place wall access. Wall access must be placed facing the city interior, otherwise enemy troops can enter your city.
- Only certain kinds of soldiers, such as Swordsmen, Archers and Medics, can be stationed on the wall. Stationing ranged combat units on City Walls gives them a greater range.

Watchtower

The Watchtower can be manned by up to two soldiers. Archers, Crossbowmen and Marksmen work best due to their ranged attacks.

Cannon Tower

The Cannon Tower is a Watchtower where you can place up to two Cannons.

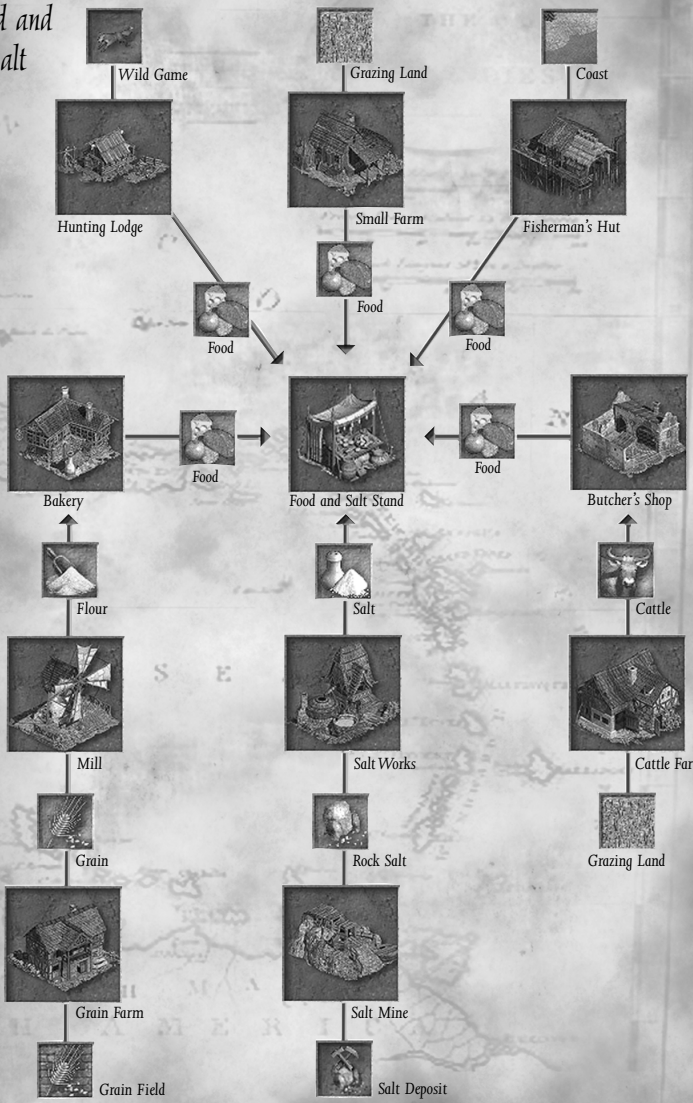
- To place units in Watchtowers and Cannon Towers, select the appropriate unit and right click the tower.

Naval Combat

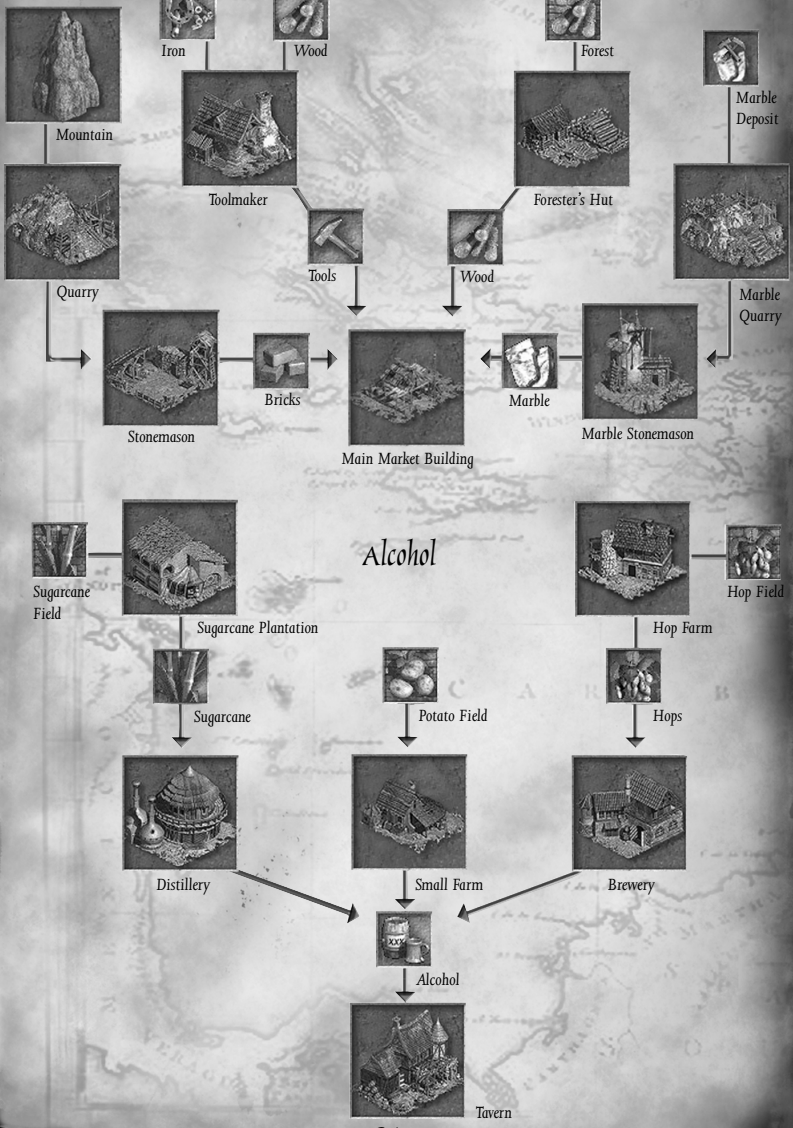
Warships are used for combat at sea. They can be used against other naval units, but are also suitable for attacking the coastal infrastructure.

PRODUCTION CHAINS

Food and Salt



Building Material



Cloth and Leather

Cotton Field

Grazing Land

Cotton Plantation

Sheep Farm

Wool

Wild Game

Hunting Lodge

Hides

Weaver's Hut

Weaving Mill

Cloth

Cloth and Leather Stand

Leather

Tannery

Clothing and Silk Cloth

Clothing

Clothing Stand

Silk Cloth

Tailor's Shop

Dye Works

Furs

Cloth

Dyes

Silk

Trapper

Indigo Plantation

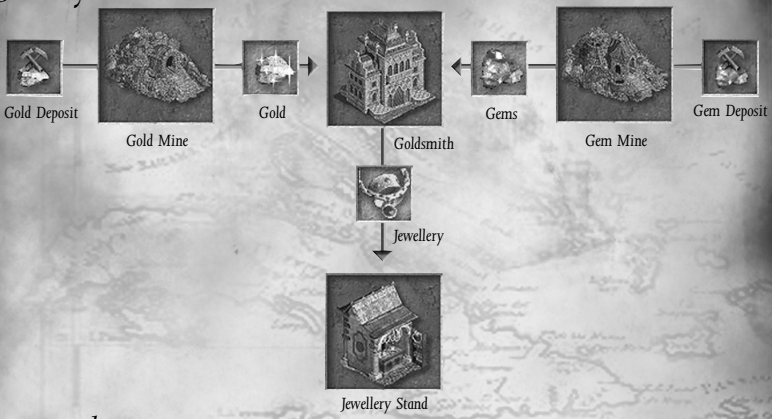
Silk Plantation

Fur Bearing Animals

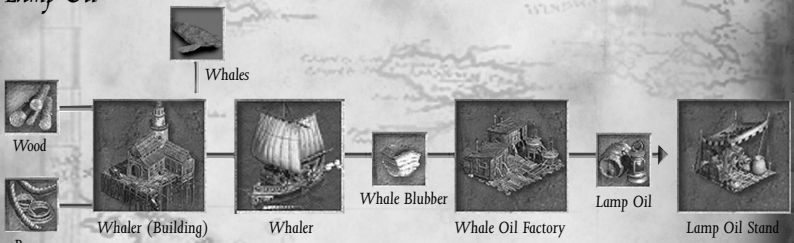
Indigo Field

Silk Field

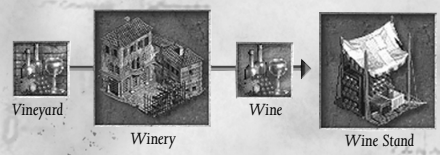
Jewellery



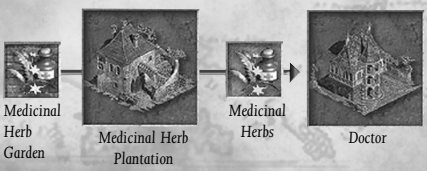
Lamp Oil



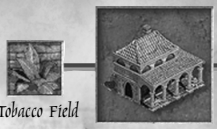
Wine



Medicinal Herbs



Tobacco and Spices



Tobacco Field

Tobacco Plantation

Tobacco

Spice Field

Tobacco Factory

Spice Plantation

Tobacco Products

Spices

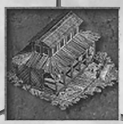
Ropes/Weapons

Hemp Field

Hemp Plantation

Tobacco and Spice Stand

Hemp



Ropemaker

Wood

Ropes

Ropes

Wood

War Machine Maker

Bow Maker

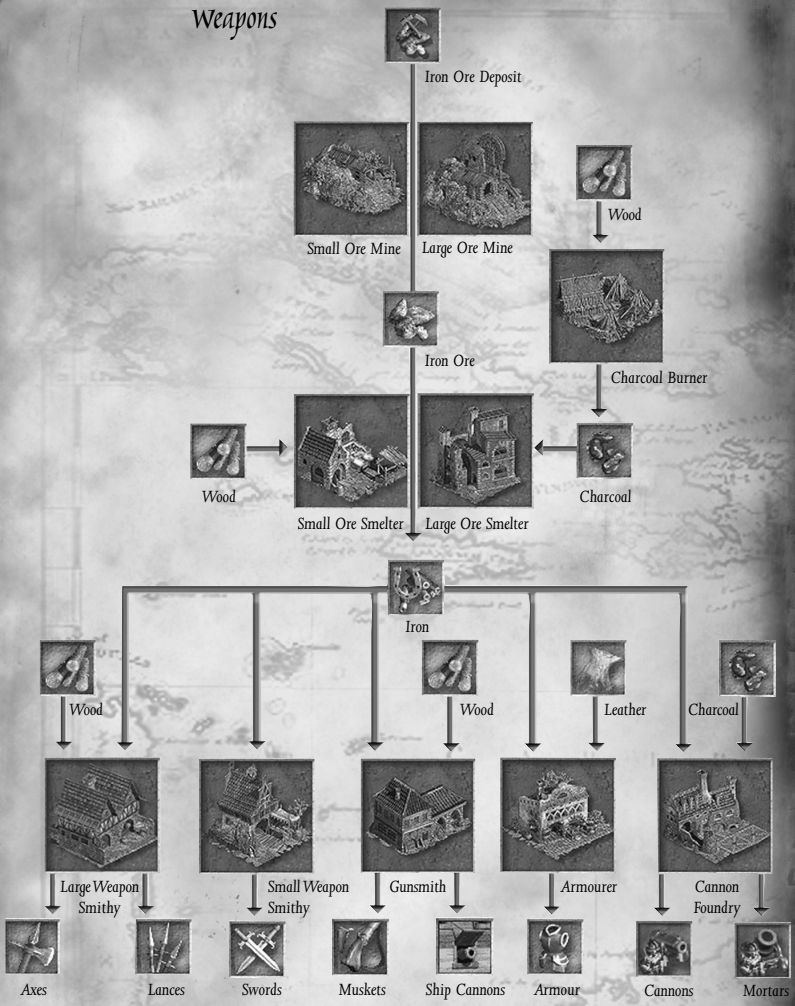
War Machines

Siege Towers

Bows

Crossbows

Weapons


Iron Ore Deposit
Small Ore Mine
Large Ore Mine
Wood
Charcoal Burner
Iron Ore
Wood
Charcoal
Small Ore Smelter
Large Ore Smelter
Iron
Wood
Wood
Leather
Charcoal
Large Weapon Smithy
Small Weapon Smithy
Gunsmith
Armourer
Cannon Foundry
Axes
Lances
Swords
Muskets
Ship Cannons
Armour
Cannons
Mortars

CREDITS

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Add. Programming: Gerhard Waldhör
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Special Thanks: Andras Kavalecz

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PR & Marketing: Wolfgang Duhr, Sabine Kaiser, Patrick Keller, Nadine Knobloch, Sonja Radke, Susanne Schäfer, Sonja Timm
Sales: Iris Cherry, Patricia Görgner
IT & Web: Christoph Klempau, Anja Gruss, Dirk Sachse,
Customer Support: Lydia Brkic, Anika Flock
Administration: Nuri Aytac, Helga Mentges, Bernd Weger, Ute Ziegler
Voice Production: Studio Ton in Ton
Add. Screens: Alexander Engel
Special Thanks: Gerhard Florin, David Gardner, Frank Sagnier. Thanks to our